

Ken Uston's
PROFESSIONAL
BLACKJACK™

**OPERATING
INSTRUCTIONS**

Ken Uston's PROFESSIONAL BLACKJACK™

Written in MicroMotion FORTH-79
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*intelligent
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ABRIDGED OPERATING INSTRUCTIONS

- 1) Insert disk in drive 1 and power up the system. (You must run BASICS, if you only have DOS 3.3 in the language card.)
- 2) Select (1) for casino player.
- 3) Select a casino area. (Ignore the PLAYER'S CHOICE option for now.)
- 4) Select a casino. Look over the rules and press any key. The next screen will be of use once you are familiar with the program. Press any key.
- 5) The PLAYER SEATING MENU will now be displayed.
 - Press **ESC** twice to leave the first two seats empty.
 - Let the player in seat 3 be controlled by the computer: Press **2**.
 - Have it play BASIC STRATEGY: Press **1**.
 - Type in "APPLE" and **RETURN**. You have just named this player "APPLE".
 - Type in "5000" and **RETURN**. He now has \$5000 to play with.
 - Type in "10" and **RETURN**. He will play with \$10 chips.
 - Press **ESC** to leave seat 4 vacant.
 - Seat yourself in seat 5 by pressing **1,1**, give a 6-letter name, "5000", "10".
 - Finally, press **ESC** twice.
- 6) Welcome to the casino. APPLE will place his bet after the shuffle. Press **1** and **RETURN**. You have bet 1 unit (\$10 was your declared betting unit.)
- 7) After APPLE finishes his hand, it's your turn. Select your move using the function line on the bottom of the screen as a guide.
- 8) Press the **ESC** key whenever you are prompted for a playing or betting move. At which point you will be taken to the ATTRIBUTES MENU, where you may change some of the computer attributes pertinent to learning winning blackjack. If you press **1** you will be taken back to the main menu. **ESC** will let you continue play.

NOTE: Program Disk is not Apple DOS, but requires 16 sector format disk drives (DOS 3.3 compatible). You must have a 48K system.

INTRODUCTION

Ken Uston's Professional Blackjack™ is equally powerful both as a game and as a teaching system. As a game, the program allows up to seven players to play at the same "table," although most players will choose to take on the "dealer" either one-on-one or with the computer actually playing any number of the other six positions. (You can actually name the other players, set their wallet sizes and select their playing strategies — but more about that later.) As a teaching system, **Ken Uston's Professional Blackjack** converts the experience and expertise of the world's top blackjack player into a computerized format that allows you to develop professional-level blackjack skills in an extremely efficient and rewarding way.

Blackjack is unique among the casino games not only because it is the only game that allows the skillful player to gain a statistical advantage over the house; but also because that level of skill requires a thorough knowledge of the game, the ability to concentrate and a keen sense of strategy. In this sense blackjack resembles other complex games

like bridge and chess. It differs from these games, however, in the opportunities it provides for financial reward; and in the relative ease required for developing professional-level proficiency.

For these reasons, we recommend that you read the enclosed manual and familiarize yourself with all the aspects of the game, including the different skill levels and the rules variations among different casinos.

Within that manual are a series of color-coded charts that give the correct playing choices (stand, hit, double, split and surrender) for virtually every playing situation — for each strategy and for a variety of casino rules. **Ken Uston's Professional Blackjack** can help make those choices automatic. All it takes is time and practice; and **Ken Uston's Professional Blackjack** provides both in ways that make the acquisition of skills a rapid and enjoyable process.

Reading that manual will also make you familiar with the blackjack vocabulary, which in turn will make all the following instructions much easier to understand and follow.

OPERATIONS

MAIN MENU

This acts as the main branch point for the entire program.

(ESC) RE-BOOT DOS

- (1) PLAY BLACKJACK
- (2) DRILL: COUNTDOWN
- (3) DRILL: STRATEGIES
- (4) EDIT CASINO RULES
- (5) ENTER SYSTEM COUNT

Select the appropriate choice by pressing 1-5, or ESC. Pressing ESC will allow you to run another program without having to turn off the machine. Just take out the Ken Uston's Professional Blackjack disk (store it safely) and insert a 3.3 DOS disk.

PLAY BLACKJACK

Upon selecting your players and casino, you will find yourself in the world of winning blackjack. As the first non-computer-controlled player, you will note the name field's colors change from white to black; this is the prompt. The dealer is requesting your bet. Press one of the 1-9 keys to place 1 to 9 chips on the table at a time. You may do this as many times as you like (providing, of course, you have enough money). If you enter too large a bet, press 0 to start over again. When you are satisfied with your bet, press RETURN, and the dealer will prompt the next player. If you bet inappropriately, in respect to current table conditions, the computer will alert that you have made a strategic error. If there are three high tones, you have bet too high; three low sounds signify too low a bet. Pressing the space bar will reveal data which will help you to evaluate your betting error. (There is only data here; we suppose you are

familiar with the betting strategy found in the accompanying book.) Press any key to continue play.

During play use the function line to guide your selection. Remember, not all casinos have the same rules concerning doubling and splitting. The program will keep track of these rules and inform you of your option. If you hear a high tone during play, you have made a strategic error, indicating either that you have not memorized the charts correctly, or that you have lost count. Press the space bar to refresh your memory. As with the betting data box, press any key to continue. The various abbreviations you will see are: RC= running count; TC= true count; BTC= betting true count (ace adjusted running count); and A+/-=ace richness or poorness. Single deck games may list the total number of hands played, to help you convert from running count to true count. If all these terms seem strange to you, remember that this program is also intended to teach the advanced card counter. Read the other manual and begin to build your confidence by seating yourself at seat 4, playing basic strategy and letting the computer play the other players. Before you know it, you will be ready to count cards.

Do you just want to play for fun? Or is someone sleeping in the next room? You may turn off the error prompting sounds and/or the casino sound effects by using the functions found in the attribute's menu. (See the section Attribute's Menu).

DRILL: COUNTDOWN

To beat the casinos, you need to count cards quickly. This drill will allow you to practice counting with the computer.

Select **1** for one deck and **Y** for constant data. You should now see a card in front of you and various numbers at the bottom of the screen. The number in the first column is the value of the card in the system. The second column contains the running total. Press any key to advance to the next card. **ESC** will terminate the drill.

DRILL: STRATEGY

This section of the program will help organize your study of the charts. To facilitate memorization, the drill systematically quizzes you, varying rack size and count. To break up the drill, we have divided it into four sections: hard hands, hands with pairs, and soft hands. The fourth option contains up to forty errors that you may have made in practice; thus you may review your weak spots before heading off to the real casino. If you make an error in play, the warning tone will sound, and the appropriate box will appear on the screen. Press any key to continue. When you have completed a section, you will return to the drill selection menu where you may again choose from the four options. Pressing **ESC** will return you to the main menu and delete all records of this drill.

EDIT CASINO RULES

If you would like to play at a casino unavailable on this program disk, you may design your own. The program will be unable to rate your play or to play by itself, but the Uston counting systems and other data may be displayed at your option.

To make your own casino, select **PLAYER'S CHOICE** and then any available casino. To edit the rules press **1** and answer each of the questions. Once you are satisfied with the rules, press **2** to save them. Remove the write protect

tab on the disk as directed, and replace it after the disk has finished whirring.

ENTER SYSTEM COUNT

If you use another counting system and want to practice counting cards, this will allow a player selected as **undeclared** to view his totals as would a Uston player. Enter the count on the appropriate line, pressing **RETURN**.

ATTRIBUTES MENU

The Attributes Menu may be reached by pressing **ESC** any time you enter a bet or take a playing action. If you are just learning to count you might benefit by having the Constant Data option on. To do so, press **2** once. (Note: this slows down play considerably and makes one dependent on the data. We suggest that with the Constant Data Box on, all players use the same counting system). Sound prompts, sound effects, and grading of the rack may each be turned off and on in the same way as the data box. Player Evaluation contains the percentage of correct moves each player makes in betting and play. Further environmental controls include: placement of the cut card (20-80%, except in single deck games where position maximum may vary to avoid shuffling in the middle of play), manual shuffle and dealer speed.

The Data Box

The Data Box contains information pertinent to the **last** play if the constant data box option is not selected (see Attributes Menu). If you would like to see how the computer evaluated your last move, press the space bar while the computer plays out a hand, or press it at your next betting or playing option. The data

box will appear to the left of the dealer with information used to evaluate your hand.

Abbreviations used:

- Aces = number of aces seen
- A + 1 = Number of aces rich or poor
- RC = Running Count
- TC = half deck or hand adjusted running count
- BTC = betting true count (an adjusted true count)

During play, the bottom line will contain a reproduction of the charts found in the accompanying book.

Abbreviations used:

- HT = Hit
- ST = stand
- DB = double
- SP = split

In addition, if you are in a casino which allows surrender, and surrender is an appropriate move the box will be black on white instead of white on black.

Be aware that the box contains only the data in the charts and may contain an impossible selection. The computer recognizes this, and evaluates you only against the possible moves.

Program Updates

The casino rules are constantly in flux. We have included scores of casinos with their current rules. This data is accurate to the best of our knowledge and based on our many contacts in the blackjack world. We cannot be responsible for this data or the way you might utilize it because these rules change so frequently. We will make available frequent updates of **Ken Uston's Professional Blackjack** which will contain the latest casino rules, new casinos and even foreign casinos. In the meantime, for the latest up to the minute rules changes, we suggest that you subscribe to **The Experts™**, a blackjack newsletter available from **Gambling Times** magazine. The address of **Gambling Times** magazine is 1018 North Cole Avenue, Hollywood, CA 90038.

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